



Kaze No Stigma Jumpchain

By: CreativeWar4093

Eyes as blue as the azure sky. That is the symbol of the Contractor. Entrusted by the Spirit King of the Wind, with the powers of his domain. I bear this mark...the Stigma of the Wind.

Kazuma Yagami has recently returned to Japan from 4 years abroad, and is now attending an exorcism job he was recently hired by a certain Mr. Sakamoto. Ayano Kannagi on the other hand is scheduled with cleaning up an enshrined Yoma causing a ruckus in the neighborhood. Where you come into this story will be up to you to decide!

***BACKGROUNDS**

Related perks & items are 50% discounted, 100CP discounts are free!

-DROP IN:

You seem to have dropped into this setting with no background or support. Only having whatever you have on you as well as anything from your past adventures.

-JUTSUSHI:

You are a magic user either a part of a prominent family, seem to descend from such a family, or even just self-taught. Maybe, with the right perks, you could even be part of even the illustrious Kannagi Family.

-YOMA HOST:

You seem to have been a regular person until a fateful day. Whether you were implanted directly with a Yoma, made a pact with an old but sealed being, or were inducted into being a beta-tester for a new “game”; you have become host to an evil spirit.

***LOCATION:**

The main story revolves around Japan, so you can pick and choose where in the country you wish to appear. But if you would like, you can pay 50CP to start anywhere in the world. Why should I stunt your future adventures!



***GENERAL PERKS**

-Easy on the Eyes (free):

You have the looks of a bishōnen, or pretty boy, from an anime. Always a 9/10 to anyone who looks at you, and your figure will never lose due to age, nutrition, lack of exercising, or injuries. Any injuries, grime, or age you do suffer seem to accentuate your features further rather than detract.

-Spellcraft 101 (free):

You know basic occult knowledge and have some sort of affinity for the supernatural: seeing ghosts and other normally intangible creatures. Researching the paranormal comes naturally to you, and you seem to always have a general idea where to start when looking for specific subjects.

==Upgrade (200CP):

You find it easier to learn and train any supernatural ability in your possession ten times better than before. You may start as a beginner in mystic arts, but could catch up to veteran users of years in a matter of weeks with your talent.

-Desk Jockey (100CP):

Well, you know your way around paperwork, procedure, and bureaucracy for any job you take up. Of course this also gives a measure of boredom immunity for dealing with all the future files that will cross your path. You can also fast forward your perception of time for any monotonous tasks, still doing your work at the best level but just experiencing the fruits of your labor.

-Matchmaking (100CP):

Have a knack for setting up rendezvous with potential lovebirds. Seeing the signs for both candidates and compatible qualities. You are also a master of setting the mood, or tone for a situation. Though there is only so much you can do with dense Main Characters. These skills can also just apply to you if you wish for some companionship.

-Branch Family (100CP):

A toggle that at the beginning of a Jump to allow you to become related to a canon character in some way, inserting yourself into their life. This could entail being a blood relative, their childhood best friend, or some other relation of your choice.

-Wonder Geek (100CP):

Though the main setting is the early 2000s, you seem to be a tech head of this budding digital age. You become pretty skilled and knowledgeable at coding, programming, and other computer science related skills. Both your skills and knowledge will update to whatever the current

settings technology levels without ever downgrading. Surely giving you a head start to any wanna be hackers here!

-Friendly Fire (200CP):

You may not be the most hospitable person, but you can relax about any collateral damage from your fights from now on. You can toggle your attacks, powers, perks to only affect their chosen targets. As an added bonus, you can redirect any excess power from said abilities to be redirected to your chosen targets; just to make sure they don't escape!

-Sixth Sense (200CP):

An innate ability to know where supernatural activity is happening, and to detect other supernatural energies. With time and practice you will be able to get a glimpse of other's strength, and even develop a "danger sense" of sorts for any ill-intent actions towards you you are unaware of; always giving you a chance to react and defend from that said action.

==If you bought the "Spirit Arts" perk, you also gain an enhanced sense tied to your chosen element. Fire gives you a thermal sense, Water gives a bio-sense (perceive electrical fields), Wind gives echolocation, and Earth gives a tremor sense.

-Spirit Arts (400CP; one free for **JUTSUSHI, one discount for "**Malignant Aura**"):**

Also known as Jutsushi, choose one of the 4 main elements (fire, water, wind, or earth) to not only gain an immunity, but also be able to manipulate and generate the chosen element at will. This is done by gathering spirits from the environment in order to enact "spells" without using your own energy; essentially willpower based element manipulation. Your own output for this power will increase with time and practice but you start with enough power to blow a car up. These spirits are more apparent in environments favorable to their related-element. Like being in a volcano would give an Enjutsushi (fire user) a significant edge compared to a Mizujutsushi (water user). This can be purchased multiple times, but do note that there has never been a canon case of someone utilizing multiple Jutsushi styles at the same time.



***BACKGROUND: DROP IN**

-Smooth Criminal (100CP):

A perk made for all those scoundrels out there! Any of your weird or less savory traits that normally would rub people the wrong way no longer do so. Others will now see any of your negative traits as part of your 'charm', making you more likeable to them. You also don't have to listen to the rules as long as you get positive results! There are limits to the last part of this grace, but generally expect people's tolerance to be greater towards you along with less prejudices.

-World-Wise (200CP):

You've been around the block once-or-twice; seen or experienced a few things. Being a Jack-of-all-Trades with a seemingly endless list of skills. You gain a basic grasp for any and all mundane skills you come across, with a month's worth of working experience. Any new power you acquire, whether through Jumps or in setting, become fiat backed and have the same month's worth of experience at owning them. Essentially this perk helps to skip past the trial-and-error phase for new skills or powers.

-Stubborn Fool (400CP):

You're a person of unlimited willpower. Once your mind is set on something, it will have to take an overwhelming amount of force to deter you from your set path. Besides being able to fight through anxiety or pain by grit alone, to do what needs to be done; your willpower is enough to survive a fatal attack out of spite! This last effect occurs once a Jump or every 10 years (whatever comes first) for the 1-UP option. The survival part of the perk does not heal you of your wounds you sustained up to this point. So make sure you have a back-up plan afterwards to pull through a killing blow.

-Contractor (600CP):

Somehow you've made a direct contract with a Spirit King, a spiritual entity that has domain over a specific element. Upon taking this perk, you get one free purchase of "Spirit Arts"; which the element chosen will be reflected in this perk for this Jump. Your contract with whichever Spirit King chosen gives a release state of a 120% boost to generate and control over your chosen element. At first this state can only be active for a few minutes, which can be trained upon, but you can push past the normal limit with a backlash equal to the amount of time past normal activation state (drawback discarded Post-Spark). The backlash entails immobilizing the user's body due to muscle-cramps. Post-Jump this perk can affect any ability or perk you own, giving it an unlimited source of energy, a 120% boost while in this state, along with unmatched control.



***BACKGROUND: JUTSUSHI**

-Dere 's Will (100CP):

Being in touch with your emotions is never a bad thing. So why shouldn't everyone else be too! As a toggle, can have the entire setting or selectively have people act to their closest 'Dere' type; from tsunderes, danderes, the dreaded yanderes, etc... If you wish to be affected by this toggle, receive a x1.5 boost whenever you act in accordance to your 'Dere' typing!

-Balancing Act (200CP):

You know how to separate two lives, one of the supernatural and mundane. Whether explaining or lying your butt off to others about your abilities being shown off in front of them. Perk works passively if you wish, having the general public just rationalize any supernatural sightings on their own; as long as you are involved. This does include superb time management skills, so you can allocate time for both the normal and paranormal worlds as well as conferring perfect timing for any of your actions or abilities.

-Purifying Arts (400CP):

Any of your abilities or attacks can now have a purification effect. A toggle to heal or drive out supernatural corruption and/or debilitating effects on a target. Like using purifying fire to drive out a demon possessing someone's body, or burning away negative effects of a curse or poison in a person without harming them.

-Family Inheritor (600CP):

There are some techniques that clans pass down only to their core members, to ensure the strongest and most sacred abilities don't fall into the wrong hands. With this purchase, you have gained unlimited development and refinement for yourself. There are no blocks for growth on any aspect of yourself: from physical, mental, or spiritual attributes as well as any abilities or perks can grow from just training. Once a year, you can choose to refine one of your abilities or an item to be greater than it was before by taking on a new state. Almost like a transformation, this new state will confer a x2 increase in all attributes related to the ability/item while in this new state (much like the Kannagi's God and Divine Flames). Cannot choose the same ability or item twice in a row, but there is no limit to the amount of refinements!



***BACKGROUND: YOMA HOST**

-Host of the Beast (100CP):

Being the medium for evil spirits formed by collective malicious intents gives you a high resistance to corruption and madness inducing effects of all kinds. Your mind, body, soul become immune to outside control as it already has an occupant with a lease on these functions. And your sense of self cannot be altered as well!

-Player Agency (200CP):

Just because this newly found power wasn't yours to begin with, doesn't mean you'll become any less familiar with it. From now on, any external forces, boons, possessions, symbiosis, or contracts that give you additional powers and/or abilities become internalized; a part of your very being, as if they always belonged to you. So you no longer have to fear your benefactor, all of a sudden, to stop providing their boons to you.

-Malignant Aura (400CP):

Finally reaching a symbiosis with the Yoma implanted in you, you now turn from a host to a singular entity; with you at the reins. You can now toggle the malice from your soul to empower any of your abilities or attacks. This malice seems to corrupt and destabilize targets, whether that is their mentality, physicality, or spiritual state; punching through immunities as if they were only high resistances. And any resistances a target would have would be treated as if they don't exist at all.

If you've taken the "Spirit Arts" perk, instead of choosing one of the four classic elements, you may choose one of the Four Fundamental Forces for the perk's purposes (Gravity, Electromagnetism, Strong Force, or Weak Force). Further purchases of the "Spirit Arts" perk lets you choose between an element or other Fundamental Forces.

-Game Master (600CP):

You've now become the master of your own game! Upon contact you can give away one of your perks or powers to a target partially or fully (on a 1/10th scale). Each gifted seed of power makes the recipient more susceptible to your influence (one full perk/ability gives you 1/10th control). You are aware and mentally connected to all recipients of your abilities, able to communicate with them wherever you wish. The ability given is lost while lent to a recipient, but while you retain this connection you will receive a portion of any growth from training to their raw power by half of whatever they gain (even if it's not related to your lent ability). If a recipient dies, all borrowed powers/perks default back to you; along with any experiences or growths made by said user on lent ability. At the end of every Jump, you regain all gifted abilities automatically as you move to a new setting.

***ITEMS (+300CP STIPEND; MAY IMPORT ITEMS INTO SIMILAR ROLES)**

-Kaze no Stigma Media & RPG:

Everyone is looking for some nostalgia or just to have a free afternoon. Well now you can fill it by gaining all known Kaze no Stigma media to enjoy (anime, manga, light novels, etc). There is even a Kaze no Stigma RPG to enjoy with your companions; I heard it was fun!

-Big Money (100CP):

Each purchase gives you a weekly stipend equivalent to \$10,000. You can purchase this multiple times, with each purchase doubling the current stipend. A second purchase gives a \$20,000 stipend, a third gives \$40,000, etc...

-Paranormal License (200CP):

Proper paperwork and license to work as an agent of the government, essential to any supernatural cop! Paperwork updates in future worlds to retain both your rank & pay of the most equivalent position for your starting location, and if there is a government or organization to be attached to handle paranormal activities.

-Paranormal Website (400CP)

This item offers both the website/chat room that you are the sole administrator of and the knowledge & programs to replicate Pandemonium itself. The creation of spiritual entities into binary code, as well as downloading and offloading these spiritual entities from digital forms into the physical world. This new website that you control is able to select random candidates or invite specific people to join its forums, and the site's IP address can never be uncovered or accessed unless you have given permission. Those who have access to your website can be sent personal 'quests' or tasks for rewards (which is up to your discretion).



***BACKGROUND: DROP IN**

-I Have My Sources (100CP):

You seem to have connections, both legal and nefarious, all tied up in this little black book. Contacts within this book will always answer on the first ring when they hear you call, unless of course they are really tied up. You may even receive calls to update you on news or requests for your services. There is little you could not do with this list of connections, quite possibly even posing as an information broker or just as a loose job board on your own. Book will update itself Post-Jump with relevant contacts and you can even add contacts of your own; though self-added contacts are not compelled to answer you like those already in the book.

-Elixir (200CP):

Alchemist stuff you have run across your travels. Somehow you've obtained a bottle of what is considered to be one of the rarest medicines in the world, a cure for any malady. This wonder cure ranges from injuries, blood loss, recovering stamina or energy pools, diseases (mental or physical), regrowing lost limbs, and aging if nothing is wrong with the recipient. Even supernatural maledictions like curses, possession, mind control, brainwashing, or wounds to the soul can be cured. The elixir is potent enough that only half the bottle is needed to fully restore someone; with the bottle refilling itself after a month of being emptied.

-Broadsword (400CP):

A clear blue claymore (or any melee weapon of your choice) matching the size of an average man. While being near weightless in your hands, the weapon will retain its bone-crushing weight for others. The more attractive feature of this weapon is that the blade absorbs magic (whether slashing into or being hit by magic) and can release that very same captured energy at the user's discretion. This release either fires back the exact same spells absorbed, or as sword waves composed of magical energy. There is no time limit for holding magical charges as well as no limit to the amount of energy that the weapon can store; even to overcharge absorbed spells with its energy reserves. Post-Jump the weapon will be able to adapt to other esoteric energies for its absorption abilities.



***BACKGROUND: JUTSUSHI**

-Sanmai Shinka (100CP):

A rare fire elemental crystal, valued not only as a great sealing conduit but as an amplifier for any magic or energy channeled through it by double their original potency. You own a copy of this crimson crystal, guaranteeing any sealing technique used through it will be successful against a target to seal them within the crystal. The crystal can only seal one target at a time, but any target sealed inside cannot be released without your permission. Those sealed cannot be taken outside their setting until you gain your Spark, though while sealed their powers will be at your disposal to utilize. If the crystal is ever broken or lost, the crystal shall return to you within a week in your Warehouse good as new; though any bound prisoners will be released from their mystical bindings if recovered in this way!

-Prestigious Estate (200CP):

A sectioned off suburb division that you own, an estate with several minor houses surrounding a manor at the center of this property. All in Japanese decor of sliding screen doors, tatami mats, and zen gardens. The compound has training grounds that are able to handle Jutsushi users or any other supernatural power for training. Any practice done here gives slightly better results than normal (x1.5 better). Property also has an auto-cleaning and repairing feature in order to keep the place clean weekly, while retaining any upgrades you implement into the grounds as well.

-Sacred Treasures (400CP):

Seen as gifts given by their respective Spirit Kings, these indestructible weapons are linked to their chosen wielders; being able to be called or dismissed at will from the ether. The weapons grow in conjunction with their users, and retain any modifications made to it. If you have an affinity for a particular Spirit Magic, the weapon seems to double the potency of your elemental power while in use. Otherwise you may choose to receive a copy of a particular Sacred Treasure if you have multiple affinities or have none at all with the same properties. You may purchase this option multiple times, with further purchases discounted (origin discount stacking too). If you wish these weapons to have a different form/name, fanwank at your leisure.



***BACKGROUND: YOMA HOST**

-Vlitra (100CP):

A lime-green slime at your command. Though it's more like a lump of gelatinous malice the size of a rottweiler under your mental control. Besides being spongy and amorphous, your new pet can capture other living beings to extract their Yoki (life force) for later usage. The more Yoki the slime collects, the greater its own size becomes. You can even merge with this slime to turn into a "slimey-mech" suit; the slime defaults to the form of a western dragon but you can change its appearance with time and practice.

-Inconspicuous Church (200CP):

You now own a Victorian-styled mansion nearby your starting location that is able to distort space to an extent. A veil of invisibility on the outside to hide itself, as well as distortions within the mansion's interior. The layout inside the mansion can be changed at your whim, to different styles or increasing space, but not exceeding more than two acres at once. Which is a ridiculous amount of space considering the spatial distortion abilities the mansion is capable of; you could trap invaders in an infinite loop of corridors if you wished. The property will retain any modifications you make, and will follow as a Warehouse attachment or property to import into setting Post-Jump.

-Pandemonium Go (400CP):

A flip phone to rival the durability of the Nokia, unbreakable. Phone calls made or received from this device are untraceable, it will always have a signal to function, and has an unlimited battery. The phone can act as a focus for your powers, even storing away instances/charges for later use with 10 slots to store; and getting 10 more slots at the start of every new Jump or 10 years have past (whatever comes first). Phone also upgrades to the highest tech lvl in setting, keeping any upgrades and modifications made to it while never downgrading.



*COMPANIONS

-Canon (free):

If you can convince them, you can take any existing characters here as Companions, of course without the use of blackmail or charisma perks. Or pay 100CP each for a guaranteed new Companion.

-Import/Create (50CP):

Each purchase lets you import or create a new Companion with a free background as well as 600CP to spend on perks and items. For a total of 300CP, can import or create 8 Companions with a free background and 800CP to spend on perks and items.

-Homunculus (200CP; discounted **DROP IN**):

An emotionless being of your design, more robotic in nature besides its fleshy bits. This creature was recently born/created and is entirely loyal to you. A blank slate now, but will develop its own personality as it encounters new stimuli throughout your adventures. The Homunculus shares any of your perks bought from this Jump, along with their own "Broadsword" item. Their appearance can mimic anyone you have in mind.

-Family Head (200CP; discounted **JUTSUSHI**):

The acting head or possibly the acting right hand of a clan (if you so happen to be the leader). Though not old, this individual has certainly experienced their share of life experiences, and so happens to be a romantic. Setting up meet-ups or dates for those that seem to lack a partner. While having an acute sense for economics and a silver tongue for negotiations on all levels, they are more than qualified to run the day-to-day affairs of the family. The Family Head has the entire perk line for MAGIC USER origin; the "Matchmaking", "Desk Jockey", and one "Spirit Arts" perks; and has a free purchase of "Prestigious Estate" set aside for themselves.

-Magical Cabal (200CP; discounted **YOMA HOST**):

You don't seem to be the only one who has been invited into Pandemonium. This rag-tag group of delinquents seem to be beta-testing this game alongside you. There's about four members of this gang who all occupy one-slot, sharing any bought perks and items with the whole group. The demographics and disposition of the members are up to your discretion, but all are familiar with you. They share all PANDEMONIUM PLAYER perks except "Game Master", have the advanced "Spellcraft 101" as well as each of them having their own "Spirit Art" perks and "Pandemonium Go" item.

***DRAWBACKS (NO LIMITS)**

-Continuity Selection:

Since the series has many different forms it has expressed itself, you can choose a form of media to follow or to mix-and-mash continuities: manga, anime, LN, or any of the games.

-Supplement / Crossover:

Can have this Jump be an add-on to another anime Jump, keeping their CP costs separate or even to merge settings.

-Early Leave:

As long as no drawback or goal is holding you up, you are free to leave once the canon plot of the story is finished (depending on chosen "Continuity Selection" too).

-Extended Stay (+100CP):

Each purchase extends the duration of your Jump by 10 years. You can take this four times for points, but anything further will not yield CP.

-Black Sheep of the Family (+100CP):

You seem to be always looked down upon by others, especially with your own family members. You'll be able to change their minds in time, but it'll take some extra work on your kin to change their bias towards you.

-Angry Eater (+100CP):

Whenever stress seems to gnaw at you, the only way to calm you down is to have a bite or two of your favorite treats. With this drawback purchased, you are guaranteed to run into some headaches in some form, with no perks to aid in this feeling.

-Entitled (+100CP):

Whether it's by status or power you have acquired or your own misguided belief, you believe you're better than the rest of the plebeians surrounding you. An arrogant attitude that orders your lessers to do your bidding, making concessions for your greatness! Friends and Companions get a similar treatment but not to the same degree. I hope they can see past this new side of you.

-HEY LISTEN! (+100CP):

Well it appears a tiny fairy has grown attached to you. Only visible to you and other spiritual sensitives, the fairy seems to always hovering around you. They seem to shout at obvious advice throughout the day, and are a chatterbox (with a sprinkle of ADHD).

Lord help you if you decide to give the little thing some sugar or caffeine. For the purposes of this Jump, the fairy is a constant-INVINCIBLE annoyance. If you happen to have grown attached to the little guy, you can take him as a Companion at the end of the Jump.

-Creep (+200CP):

You seem to lack the notion of personal space & other social norms. Like biting someone's ear to tease them, or licking another person's face to show affection. Trust me, if you've read the manga or Light Novels, you should know what Kazuma-esque actions I'm speaking about. KAZUMA!

-Centuries Old Grudge (+200CP):

A sealed Yoma of great power is soon to be released within a couple of years. Whether it wreaks havoc upon gaining its freedom or begins scheming its next move is up to you, but you do have a chance to prevent this entity's awakening! Most likely it's going to involve a series of requests to hunt down MacGuffins or prevent a group from enacting a horrible ritual...but you at least have a chance to prevent this!

==Unavoidable Resentment (+200CP):

Okay, well now there's no way to stop this great evil's coming, it's inevitable. And it's quite possibly a Demon Lord being summoned now. You'll have at least a year to shore up your defenses, or get any last minute training you wish before this monstrosity is to be unleashed!

-Power is Everything (+200CP):

You have a goal, and it requires great power to accomplish. You will pursue every avenue to obtain even greater power, even betraying your friends/family or some other disasterly deeds. This drawback doesn't make you brain dead, but any option that seems to benefit you more than has its demerits will seem like a good idea as a rule of thumb.

-Lockdown (+300CP):

Each purchase has you locked out of a category of out-of-jump purchases, either your perks and abilities or items and Warehouse.

-In the Names of Stars and Wisdom (+300CP)

It seems the remnants of the Stars of Sagacity, or this new organization called Armagest, is plotting your downfall. Both are supposedly powerful organizations of modern magic users, capable of kidnapping and experimenting nationwide on citizens of a country like Japan with no repercussions. Or at least with no signs of being caught in the act.

-Old Enemies (+300CP):

An unlikely nobody who got caught in the crossfire for one of your past fights, a lover of one of the many enemies you defeated, or a scorned friend who you owe money to...Whatever the case or reason, you have a 'rival' that seeks to end you for some personal grudge. This individual will rival you in power with whatever purchases you make for this Jump, almost like a counter to all your chosen perks/powers. They can be reasoned with, though it will take some major considerations and patience on your part to get through to them. If you are able to do so, you may take this rival as a Companion.

--Scaling Contempt (+300CP):

Your 'rival' is now equal in measure to your own "out of context" perks & powers. They are also unconsolable and want nothing more but to see your downfall. If you were looking for a challenge, you definitely found one!



***NOTES v1.1**

-Have to give credit on the “Friendly Fire” perk to u/NeoDraconis for their past post related to Kaze no Stigma Jump ideas.

- Enjutsushi - fire technique practitioners (the Kannagi Family or McDonald Family)
- Fujutsushi - wind technique practitioners (the Fuga Family or Yuan Family)
- Chijutsuhi - earth technique practitioners (the Tsuwabuki Family)
- Mizujutsushi - water technique practitioners (no examples of users)

***Clarification on “Spirit Arts” Immunity:**

Fire besides flames makes you immune to heat. Water makes you immune to water and the cold, you also breathe just fine even if submerged for hours. Earth makes you immune to damage by earth related materials, this does include metal or alloys. Wind makes you immune to damage from the wind, gases, and lack thereof...aka in a vacuum.

--For the Four Fundamental Forces, well you become immune to your purchased force: Gravity for gravity, Electromagnetism for electricity & magnetism, Strong Force for radiation & pure energy, and Weak Force for radiation & decay.

*Tangent element usage acts very much like Naruto’s chakra nature & Avatar the Last Airbender elements. “Spirit Arts” users can use tangent elements, though it takes far more effort for a singular element to access. If you have multiple elements, you can use their combination element on par with the original chosen elements.

--Lava (fire/earth), Lightning (fire/wind), Steam/Acid (fire/water), Mud (earth/water), Ice (water/wind), Metal (earth/wind)

***Yoma:**

Common term in setting, labeled as energy or phenomenon that disrupts the natural order. Usually forming as evil spirits of gathered malice & negative thoughts.

--Demon Lords though mentioned are never really explained. Seem to be like eldritch beings from another dimension or great Yoma that have attained sentience; fanwank!

CHANGELOG

v1.1

-Changed Background “Pandemonium Player” to be “Yoma Host”. Thanks u/ZeroBlackflame for the suggestion.

-Gave “Malignant Aura” gives a discount for “Spirit Arts”. Thanks u/FrequentNectarine for the suggestion.

-Changed some wording on perks “Host of the Beast” and “Game Master” to be more concise.

*Sacred Treasures:

-Besides Enraiha and Kokusen, the other two Sacred Treasures are fan-made. I can't seem to find any other sources for a reveal, and it just didn't feel right leaving two empty spots on the roster. I just had to try my own naming sense on these items, even if my pronunciation is bad)!

~**Enraiha** (Blazing Lightning Supremacy Flame Sword - long sword of the Spirit King of Fire)

~**Kokusen** (Black Flash Wind Sword - tanto of the Spirit King of the Wind)

~**Suijin** (Benevolent Water God Blade - dha of the Spirit King of the Water)

~**Chikyūowaru** (Earth Shattering Blade - cinquedea of the Spirit King of the Earth)

